

Cheat Sheet

for using blender on a macOS laptop



Version 3.6

Navigation and Controls

Rendering Mode

"z" brings up a radial menu that lets you choose between the various rendering modes:

- "z", "4" - Wireframe
- "z", "6" - Solid
- "z", "2" - Shading
- "z", "8" - Rendered

Jumping to "wireframe" mode can be useful in Edit Mode to select vertices and/or faces that are otherwise hidden.

Viewport Tools, Info, and Stats

"t": toggle show/hide of left-hand side tools

"n": toggle right-hand sidebar

⌘ option+"z": toggle x-ray mode

Object Mode

click to select an object

selected objects are highlighted in **orange**.

shift+spacebar: display menu of object mode tools

"b": select box ("w": toggles style of selection)

"shift+spacebar", "spacebar": 3D cursor

"g": grab to move

"r": rotate

"s": scale

"t": transform (move, rotate, and scale all together)

"shift+spacebar", "d": annotate

"shift+spacebar", "m": measure

"shift+spacebar", "9": add a cube to the scene

shift+tab: toggle between object and edit modes

Coordinate System



blender
gizmo

Red : X axis : forward/back

Green : Y axis : right/left

Blue : Z axis : (+ up)/down

Navigating the Scene

Multitouch gestures

2-finger-drag: Orbit

^ Ctrl + 2-finger-drag: Zoom

⌘ Cmd + 2-finger-drag: Zoom

⇧ Shift + 2-finger-drag: Pan

2-finger-tap: equivalent to right-click



Gizmo

Tap on the round points at the ends of the lines in the 3D gizmo to jump the camera to an orthographic view. Tap again to jump to the opposite view on that axis.

Red (x-axis) for front/back view, **green (y-axis)** for right and left side view, and **blue (z-axis)** for top/bottom view.

Camera Control

Use the "~" key to bring up a circular menu that lets you change the current view:

- "~", "8" - top view
- "~", "7" - front view
- "~", "9" - back view
- "~", "4" - left view
- "~", "6" - right view
- "~", "2" - bottom view
- "~", "3" - view selected
- "~", "1" - view from scene camera position

If you have a numeric keypad on your keyboard, the numeric keys on the pad will jump to the same views as the menu selection.

FOCUS FOLLOWS THE MOUSE

The location of the mouse cursor determines how Blender reacts to both tools and keyboard shortcuts. You must have the cursor within the bounds of the 3D Viewport for navigation or editing keyboard commands to work.